

Hi there!

I was asked to write a PVE combat rogue guide for patch 3.3.5, so here it is. I know that there are many guides out there for this spec, however these guides good as they are, do not cover all aspects of combat gameplay in a single guide and moreover I would like add my personal experience to it. Although I said basic, but I'll try my best to add more details whenever I can so that good rogues can find something new in this guide.

This guide is essentially designed for players new to the spec, it will lead you to play the combat spec properly, and might even help you improve your gameplay if you are a good with the spec. for veteran rogues, you will find it boring.

I will try to talk briefly about the different variations of the combat spec, stats, glyphs, gems, enchants, professions, rotations, add-ons, spreadsheets, and some general rogue tips at the end of the guide.

Let's get started!

1. Intro:

Combat rogues are a high dps class which relies principally on melee and poison damage. They have their own energy-combo points-finishers system which, in case used properly, can yield very impressive damage. Rogues can dps with all the 3 talent trees, while combat and assassination are very good in PVE, subtlety is not nearly as good in this patch. The main advantage of the combat spec over assassination is burst and mobility. It is where combat shines and where you will get the most amusement while playing combat. In tank & spank fights where no target swap is needed, assassination is better performing than combat. I will try to do an assassination guide later on, so let's focus on combat for this one.

There are many bugs concerning the combat spec in Molten. I will not discuss that here, you can go check the bugtracker.

2. Spec:

There are many variations of the combat spec, too many of them to be mentioned. I will focus on 2 different variations: rupture and eviscerate builds. You should know that even among these 2 builds there are variations in where you will put your talent points, but I will only list the best one of each. It is important to note that when using a particular variation of the spec, you should use the corresponding glyphs and rotation for it to work out.

I will not try to explain every talent in the trees, however I will point out to the most important ones along this guide. You should read the talents yourself as they will help you to be more aware with the combat rogue mechanics and thus making you, over time, a better rogue.

There are 3 weapon specialization in the combat tree: swords/axes, daggers/fist weapons and maces. You would always choose the best weapons combination that you have at your disposal and use the corresponding weapon specialization (5/5) from the talent tree.

Over the tree specializations, Hack and Slash is the best one. Even though it's bugged on Molten, Hack and slash is still slightly better than other specializations. So in the talents that I will link below, I will choose H&S (5/5), but you should always use the specialization corresponding to the weapons you're going to use.

2.1. Rupture build:

Let's talk a little bit about rupture first. Rupture is one of the rogue's finishing moves: it requires combo points for it to be used. Rupture deals **bleed** damage, which means that it ignores the target's armor (its damage is not reduced by armor like eviscerate). It has lower energy cost (25) than eviscerate (35), and with this build will have better chance to add a combo point (60% chance) after using it, so it's easier to play with this build than the eviscerate build (easier to refresh slice and dice). Rupture can now inertly crit in this patch and it's good to note that rupture will deal additional 30% damage if the target is affected with a bleed debuff (mangle or trauma).

So if you are on low or mediocre gear, you're going to be low on armor penetration, therefore I recommend you to use this build to maximize your damage. I will talk about this build's rotation later on the rotation section.

This is the best variation of the rupture build: [link](#).

2.2. Eviscerate build:

Eviscerate is another finisher that has huge base damage, but it is mitigated by armor. The more armor penetration you have, the more damage it'll do. Eviscerate can be further improved with the "improved eviscerate" talent (3/3): 20% more damage, and "aggression" talent (5/5): 15% more damage. Moreover if you expose the target's armor (expose armor ability) or you have a warrior stacking sunder armor, it will deal additional damage. Eviscerate can crit over 30k with high-end gear.

This is the best variation of the eviscerate build: [link](#).

3. Glyphs:

The best major glyphs to use as a combat rogue are the followings:

- Glyph of sinister strike
- Glyph of killing spree
- Glyph of Rupture (rupture build) / glyph of eviscerate (eviscerate build)

There are other glyphs that have better raid utility like the glyph of tricks of the trade for example. I listed here the best glyphs for personal dps only.

- Glyph of sinister strike is obligatory, it has a 50% chance to add an additional combo point when sinister strike crits, so when you have 50% crit chance on sinister strike, you will always have 25% chance to add an additional combo point to your target.

- Glyph of killing Spree: KS is an epic ability, I cannot stress how bad ass this ability is! I will try to explain more about this ability in the rotation section. This glyph will reduce its cooldown by 45s (which is a lot) so you can use it multiple times per boss fight.

Glyph of adrenaline rush is a nice alternative for this glyph which increases the duration of adrenaline rush by 5sec. but I recommend using the glyph of KS.

- Glyph of rupture will add 4sec to rupture debuff which is equivalent to 2 more ticks. At 5 combo points, rupture will last 20s with this glyph. therefore additionally to the damage increase, you will have more time to refresh slice and dice which makes this game style substantially easier at low gear.
- Glyph of eviscerate is straight forward, it increases the critical strike chance of eviscerate by 10%.

Minor glyphs are not that important, you can choose among the followings:

- Glyph of safe fall
- Glyph of blurred speed
- Glyph of pick pocket
- Glyph of pick lock

4. Stats priority:

- Hit:

This is divided into 3 categories:

- Abilities hit cap is 8%. You should hit this cap, no excuses. You get 5% hit from precision (5/5). You're left with 3% that you can easily get from gear.
- Poisons hit cap is 17% because poisons are counted as spells. This cap is important too because a big chunk of your damage comes from poisons. I recommend you to get close to this cap as it is not too difficult.
- Melee hit cap: too high and not even important to be mentioned

Note: a draenei in the group will add 1% hit chance, while a priest or a moonkin will add 3% spell hit. With precision (5/5) you will need 8% hit from your gear to reach poisons hit cap.

- Expertise:

From my own experience, you only need 20 expertise not to be dodged assuming you're attacking the boss from behind so that you won't get parried. "Weapon expertise" talent from the combat tree will get you 10 expertise so it's easy to get the rest 10 from gear. If you are human using swords or maces, you will get 3 more expertise from sword specialization or mace specialization so the cap will go down to 17.

- Armor penetration:

After being hit and expertise capped, your next priority is armor penetration (Arp). The ARP cap (hard cap) is 1400 for swords, axes, daggers and fist weapons, and 1190 for maces assuming you're using the mace specialization (5/5).

Armor reduces physical damage, and as I said earlier, combat relies on melee attacks and most its damaging abilities : melee auto-attacks, sinister strike, eviscerate, killing spree, fan of knives, throw, deadly throw ... do physical damage which is why you need to have as much ARP as possible to do more damage.

It's good to know that even when ARP capped, you will not ignore 100% of the opponent's armor. You will ignore a big portion of it for sure, but not all of it. There are a lot of things to say about this stat but it is not the main objective of this guide.

At low gear, you will need to have a trinket that procs ARP. I will list 3 good trinkets to have. You can choose the one you like depending on your needs:

- Mjolnir runestone which drops from Thorim heroic 10 man, or you can have it for 55 vote points: gives crit + ARP proc (better than the second one)
- Needle encrusted scorpion which drops from last boss of heroic FOS: gives crit + ARP proc
- Grim toll which drops from many bosses in Naxx25: gives hit + ARP proc (better if you're not hit capped)

You will hear sometimes about ARP soft cap, it is simply the amount of ARP needed from your gear/gems to be ARP hard capped when your ARP trinket procs.

One important thing that I need to point out: Do not sacrifice good items for other low items just because they don't have ARP in them. I will develop this further in the spreadsheet section.

- Agility:

Agility is very good for combat rogues for it gives both attack power and crit. After ARP, agility becomes the next best stat to have. It is to be noted that agility and other stats value changes dynamically with gear changes. For example, near BIS, agility's value might get slightly bested by other stats like haste. I will not discuss calculations and formulas in this guide although a rogue's gameplay philosophy is full of calculations. But I will mention any important things you need to know in the spreadsheet section.

- Attack power

Attack power increases the damage of all your damaging abilities, melee auto-attacks and poisons. If you're Arp and crit capped, you won't be gemming Arp or agility anymore, depending on other stats, you might go for pure attack power (need to spreadsheet it)

- Crit :

Crit is good for combat rogues. Many combat mechanics are affected by crit: Sinister strike glyph, prey on the weak, lethality, etc.

You'll get crit mostly from your gear and from agility so you would never gem pure crit. At high gear, you can become crit capped, so you would have to keep an eye on that.

- Haste:

Haste is not bad for combat rogues, you will not benefit from haste as much as an assassination rogue will, however haste is good especially at high gear, as the more haste you got, the more melee swings and more poison and combat potency procs. You can gem pure haste in yellow sockets at high gear but as always consult a spreadsheet.

5. Gemming:

Generally speaking (if you can't use a spreadsheet) if you're near 50% Arp with your gear only, you can use Arp gems in the remaining sockets, but if not it's better to stack agility instead.

Meta socket: relentless earth siege diamond (21 agility and 3% increased critical damage)

In order to activate your Meta socket, you can use deadly ametrine (10 agility + 10 crit)/ deft ametrine (10 agility + 10 haste) in yellow sockets or glinting ametrine (10 agility + 10 hit) if you're not hit capped and one nightmare tear (10 to all stats) in the blue socket.

Gemming is a lot easier if you know how to use the combat spreadsheets. (Check the spreadsheets section)

6. Enchants:

These enchants are the global ones without taking professions into consideration.

Head: Arcanum of torment (50 attack power and 20 crit rating) [knights of the ebon blades revered]

Shoulders: greater inscription of the axe (40 attack power and 15 crit rating) [sons of Hodir exalted]

Back: enchant cloak - major agility (22 agility) or enchant cloak-greater speed (23 haste). (Spreadsheet which one is better)

Chest: enchant chest- powerful stats (10 to all stats)

Bracers: enchant bracers- greater assault (50 attack power)

Hands: enchant gloves – crusher (44 attack power)

Belt: eternal bet bucket (+1 more gem slot)

Legs: Icescale leg armor (75 attack power + 22 crit rating)

Boots: Icewalker (12 hit + 12 crit) / greater assault (32 attack power) / superior agility (16 agility). Spreadsheet which one is better but generally speaking if not hit or crit capped: Icewalker > superior agility > greater assault.

Weapons: Enchant Weapon – Berserking, on both (+400 attack power for 15 sec proc chance)

Note: at high gear, black magic enchant on one weapon isn't bad. It increases your haste by 250 for 10 sec (poisons are counted as spells) although you will not benefit from it as much as an assassination rogue would but it's another alternative you might want try (only at high gear because haste value will get slightly better than other stats).

7. Professions:

You can choose which ever professions you like from the following, however I recommend using engineering and Jewelcrafting.

Engineering: 340 haste for 10sec (replaces gloves enchants), nitro boosts (replaces feet enchants), and frag belt bomb (do not replace belt enchant).

Jewelcrafting: can cut 3 better gems than usual (42x[best stat atm]).

Blacksmithing: + 2 more gem sockets for gloves and wrist.

Tailoring: Swordguard Embroidery (400 attack power for 15sec, replaces cloak enchant).

Enchanting: can enchant rings for 80 permanent attack power total.

Leatherworking: master's inscription of the axe (130 attack power, replaces shoulders enchants)

Alchemy: 80 attack power more from the flash of endless rage and double uptime.

Skinning: 40 crit.

8. Poisons:

While going PVE, you would mostly use pure DPS poisons unless you're told to use another one in certain encounters (Icehowl, Saviana Ragefire, and shambling horrors in LK fight are examples where you should use shiv with anesthetic poison if no hunter is in the group). The 2 poisons you'll be using are: **instant**

poison and deadly poison. Instant poison has a chance on a melee attack hit or certain abilities to instantly deal nature damage (thus “instant”). Deadly poison is the interesting one, it has a chance on hit to deal nature damage over time, this stacks with each application until it reaches 5 stacks. After 5 stacks, each application of deadly poison will also cause the other weapon’s poison (instant poison) to apply. This is important, try to keep it in mind as I will talk about it later in the rotation section.

On which weapon goes which poison?

If you’ve ever played assassination, you’d know that there was a lot of debate about this. However as combat, it isn’t much of a problem.

What you need to know is that you need to have 5 stacks of deadly poison as soon as possible, and continue to apply it frequently in order to apply the other hand’s weapon poison. So deadly goes to the fast weapon which will be in the off hand (OH), and instant will go to the other one.

9. Weapons:

As combat pve, you need a slow MH (main hand) and a fast OH. A slow MH will result in higher melee and sinister strike damage. It is also good to know that slow weapons have higher chance of applying poisons than fast ones regardless of the poison’s original proc chance.

You will need a fast OH for 2 reasons: first one is stacking deadly poison frequently. Second one is “combat potency” talent: your successful off hand weapon attacks will have a chance to generate 15 energy. It’s one of your major energy regeneration mechanics. With a fast weapon and slice and dice on, this will proc often (potion of speed will improve further its proccing effect).

I sometimes see some combat rogues pveing with 2 slow hand weapons. This is perfect for PVP as combat, but in PVE, it will cause significant DPS loss. It will sure cause more melee and KS damage but you’ll do significantly less poison damage and less energy regeneration which is totally unbalanced.

10. Gameplay:

10.1. Combat cycles:

As I mentioned earlier, there are 2 builds for the combat spec: rupture and eviscerate. Each build has its own rotation(s).

There are 3 rotations or cycles known within the combat community: high rupture, low rupture, and eviscerate only. I will try to make it as simple as possible:

- High rupture cycles relies on keeping slice and dice up and using rupture only. As this, you’ll be keeping rupture almost all the time supposing you have its glyph. This cycle is good at low gear as you’ll have low energy regeneration, no tier 10 bonuses, low crit which means less combo points (SS glyph) and low armor penetration. From time to time, when you have extra combo points and rupture and slice and dice don’t need to be refreshed (at adrenaline rush buff for exp) you can pop one eviscerate or expose armor if you want.

- Low rupture cycle is quite similar to high rupture cycle. You would want to use this cycle while not Arp capped, but even at Arp cap, it's still good. While improving your gear (esp. tier 10 bonuses), you will notice that you'll have more combo points, and more energy regeneration. While keeping S&D and rupture up, you can add one "Eviscerate" whenever you have 5 extra combo points. In this cycle, it is ok to let rupture drop from time to time for that additional Eviscerate. It depends on you and your expertise as a rogue.
Low rupture cycle is the most difficult one, it will require a lot of attention, practice and rogue prowess to master it. But once you do, it will yield really great dps at medium and high gear.

Note: It is important for rupture to tick for the full duration. Do not refresh it before it fades. An add-on might help you keeping track of that (add-ons section)

- Eviscerate only cycle is straight forward: keep S&D up, and eviscerate whenever you have 5 combo points. It's better to use this cycle only if you're near the hard cap (92% Arp approx.). However if you like it and don't care about maximizing your dps, you can play at whichever cycle you like most. This spec is easy to play with at high gear as you will have a lot of energy regeneration, especially if you have the 4 pieces of the tier 10.

10.2. General Gameplay:

Burst abilities:

Combat rogues are known for their high burst damage. They have many cooldowns that make them very efficient in phases where high damage is needed.

The cooldowns at the disposal of combat rogues are:

- **Killing spree (KS):** this is a very high burst ability that rogues usually use a couple of seconds after starting the fight. When timing it properly, it will make your dps skyrocket. KS attacks enemies within 10 yards with both weapons each 0.5 sec until 5 assaults are made, dealing weapon damage and procbing poisons while dealing 20% more damage for the duration. It's important to know that KS is a spell and has 2.5 sec casting time; your melee auto attacks will stop when casting, and sometimes you will need to stop casting it, so you'll need a macro for that (macros section).

It's better to use KS when your trinkets proc, and wait to have 5 stacks of deadly poison. As long as you're hit capped, every single weapon swing from KS will hit giving you more chance to apply both poisons and even more instant from DP mechanics. It's not easy to get 5 stacks of DP quickly so you would need to use slice and dice as quickly as you can, a pre-potion eventually and blade flurry on single target situations only. If you see sometimes that you can't get 5 stacks of DP easily, just forget about it and go for KS.

One important thing to know is that KS, along with its high burst damage, helps you regenerate your energy. It costs no energy to start with, while casting you won't be using any abilities so your energy will refill (Vitality talent), and the guaranteed off hand attacks with "combat potency" talent will fill out your energy pool. As a consequence to this, it is important to use KS only after you spend all your energy.

Using the glyph of KS will prove to be efficient because you'll be starving for energy in the middle/end of fights. This is the reason why I recommended it over other possible glyphs.

- **Blade flurry:** this is a nice cleaving ability that hits one additional target with weapons and poisons, and increases the rogue's attack speed by 20% for 15 sec (with S&D that's 60%, lightning reflexes talent 10%, a frost DK's buff 90%, and a potion of speed ... well you count it :D). Note that Blade flurry cannot crit.

You'd better save it if you know that you will need to cleave in some encounters. In single target situations, you better use it at start in order to stack DP faster, you might get it ready another time before the end of the fight.

- **Adrenaline rush:** this ability is straight forward, it increases your energy regeneration by 100% for 15 sec. It is instant and doesn't cost any energy. At the start of the fight, you should use it not only after KS, but after you spend all the energy gained from KS. This is of course supposing there are no burst phase required in the fight.

Other tips:

You would always start your fights without stealth. Only assassination rogues should stealth before the fight so that they get the "overkill" buff. You would always use sinister strike first, no garrote because you don't need the bleed effect for hunger for blood like assassination. And you need to reach the boss quickly to start dps as fast as you can, and keep on the boss for maximum dps up time.

11. Macros:

I will not insist a lot on macros as I believe personally that they are not that important for combat.

- In fights where you need to change targets a lot, your auto-attacks might not start while spamming sinister strike or fan of knives if the mob dies or if you do not have enough energy. Sometimes even after KS if the last mob it hits dies. Consequently you'll be losing some DPS. You can switch your abilities with macros to remediate to this:

Sinister strike macro:

#showtooltip Sinister Strike

/startattack

/cast Sinister Strike(Rank 12)

Fan of knives macro:

#showtooltip Fan of knives

/startattack

/cast Fan of knives

- Equipping poisons macro: you can change the poisons name to make other macros for other poisons. Right mouse button: instant poison; Shift + left mouse button: deadly poison.

#showtooltip

/cast [mod:shift] Deadly Poison IX; Instant Poison IX;

/use [btn:1] 16; [btn:2] 17;

- Stop casting killing spree macro:

#showtooltip Killing Spree

/cancelaura Killing Spree

- Tricks of the trade's macro: this is the easiest one. It's permanent, doesn't need focus, and you won't be losing your target using it. Try to make like 3 macros and change "nameoftarget" with the name of the tanks or dpses you usually raid with in each one.

/cast [target=nameoftarget] Tricks of the Trade

12. Some general tips:

- In AOE fights, you need first to keep S&D up (for combat potency procs) and spam Fan of knives. Use blade flurry with KS and adrenaline rush after it while spamming fan of knives to see the most insane damage you can do as while playing a rogue. Don't forget to use tricks on tanks before or you might get attacked.
- In fights where there is target swap, you need to conveniently use your sprint ability to minimize the time needed to reach the enemy and to start doing damage as fast as you can. This is especially useful when you try to reach bone spiked players, on defile or necrotic plague dispelling, lady's spawning adds, battlemage spawn in GSB, professor fight (after you get thrown away), bloodprince council, running from blistering cold etc. Nitro boosts from engineering profession might help in this perspective as well.
- If you accidentally pulled the agro, you might want to vanish or use evasion to survive.

- You can use kick to interrupt the target's spell casting
- You can use kidney shot to stun targets (valky'r on LK) and deadly throw to slow their speed (both requires combo points)
- You can use cloak of shadow to remove any harmful spells on you: stacks on sindragoza, mutation on rotface, malleable debuff on professor, torpor curse on lady etc. and to have a chance to resist spells like bloodwhirl on BQL and lightbane's vortex on TOC.
- You can use feint to reduce AOE damage you take by 50%, this include marrowgar's fire/bonestorm, lightbane's vortex, BQL's bloodwhirl, sindragoza's blistering cold etc. it costs 20 energy and can only be used on melee range so you will have to be quick about it.

13. Spreadsheet:

Rogue's itemization and gear changes/gemming can be quite difficult, too difficult in some situations because the stats value change with gear changes. If you have an idea about the rogue's theorycrafting and models you'd know that it can become impossible to guess which gear is better in some given circumstances. In order to solve this problem, rogues began using what's called EP or Equivalency Points. The idea is to normalize the stats values into a single point of attack power. For example, if crit is twice as good per point as attack power, 1 crit will be given 2 EP since it's worth 2 attack power, same for other stats. Thus EP are used to evaluate the general value of any piece of gear making it possible to compare different pieces with a set of gear/gems/talents in mind.

There are a lot of calculations to be done in order to maximize your dps. This is for veteran wow rogues, but for novices like me, some players have made us these spreadsheets that simplify this process a lot. Aldriana's spreadsheets are the most known for wrath expansion. (Aldriana's gloves of secrecy were named after him as acknowledgment from Blizzard for his efforts in theorycrafting community)

There are a lot of things to say about the combat spreadsheets. I will try to make things as simple as possible.

A spreadsheet is an excel file containing a database of items and a lot of formulas and calculations. There are 3 visible sheets within the spreadsheet, and 4 invisible ones. From the "equipment" sheet you can choose your race, pick your gear from the available database with gems and enchants, enter your talents, glyphs and the spreadsheet will calculate the maximum theoretical dps (approx.) you can do as combat with that gear and all buffs provided by the raid as well as the optimal cycle (rotation) to use with the specified build/gear. It also calculates the stats values, like armor penetration, agility, crit, haste etc. Each item from the database is given a value (EP). It is clear that items with higher EP value are better than lower ones. The spreadsheet will suggest possible gear upgrades for each slot along with the optimal gems/enchants possible and whether it is optimal or not to use the socket bonus. It will also calculate how much armor penetration and expertise you will get, your MH/OH miss rate, and will specify whether or not you will be crit capped with that gear.

It's important to note that this spreadsheet has been made for retail where the expertise cap was 26. On molten it's bugged and you won't need that much. So you need to take that into consideration while dealing with the spreadsheet.

You can change which type of food you take, which buffs are available in your raids, which professions you have that can change the calculations, and other parameters in the settings sheet.

You can unhide the remaining 4 sheets just to have an idea about the calculations and the items database, but do not change any values or the calculations won't be accurate anymore.

If you do not find an item on the database, then you should know that it sucks and you should get another one for the slot.

You will see that some items that do not have Arp in them are better for your dps than other lower item level which do have Arp. That's why I said earlier not to sacrifice good items for lower ones that have Arp in them. I will give you a random example to illustrate this:

Collar of ceaseless torment (heroic) VS precious's putrid collar (normal)

The difference in item level between the 2 items isn't large. They both have a gem socket but according to the spreadsheet, the second one is better although it doesn't have Arp in it. If we compare the first one with precious's putrid collar heroic, the gap will be a lot wider. Although Armor penetration is very important for combat rogues, it isn't everything. So I recommend you, whenever you got new items, do to use them unless you see from the spreadsheet that they are good enough for you with the spec and gear you're using.

You will need some time to get used to the spreadsheet and even more to master its usage. Take your time, the more you learn the better.

You can download Aldriana's combat spreadsheet 1.5.2 [here](#).

14. Add-ons:

There are a lot of add-ons you can use to improve your experience as a rogue, starting from the user interface tweaking to simple add-ons to monitor buffs and debuffs. I will only point to a few good add-ons that you can use. I'm not going to explain how to setup them, you can go and see videos on YouTube, there are plenty of them available. Also there are a lot of other good add-ons that I'm not going to put in the list not because they are bad, but I can't list them all. If you can't find these add-ons, I will add the links later on.

Rogue power bars: helpful to monitor your buffs and debuffs on the target, especially slice and dice, deadly poison procs, rupture, expose armor, trinket procs, and other cooldowns like adrenaline rush, blade flurry, heroism/bloodlust, potions, etc.

Note: this doesn't show the piercing twilight (sharpened twilight scale's proc) among the buffs even if you set it manually. Maybe because of the version I'm using, as STS wasn't introduced until later on the patch. I use other add-ons to track it like "needtoknow" for example.

Mik's scrolling battle text: a better way to show your dps floating numbers along with abilities, crits etc. it will require some setup.

Cooldown count: displays the cooldown left on your abilities: killing spree, adrenaline rush, blade flurry, potions, tricks of the trade etc. with nice yellow numbers, you can change the font and size to match your liking.

Doom cooldown pulse: flashes your abilities when they're off cooldown in the middle of the screen with low opacity. You can change the settings.

Bartender: gather your abilities in your preferred way. If you like Blizzard's one it's fine, keep the original one.

Omen: keep track of your threat.

Sexy cooldowns: helps you to monitor when your cooldown abilities, trinkets, hyperspeed accelerators, nitro boots etc. will be available again.

Deadly boss Mod: alarms you of bosses/raids mechanics.

Recount (or Scada): keep track of your dps.

Atlas loot: check what items you might need and see which instances/bosses drop them.

Grid: might help you if you need to select some players to put focus on them or tricks or whatever.

ErrorFilter: if you have low latency or low fps (like me :D), you will clearly need to spam your abilities. This add-on will remove that annoying red text in the middle of the screen that tells you that the ability isn't ready yet and stuff.

Gearscore lite: keep an eye on your gs. Gs is for noobs, but you will need it on molten.

This is it, I hope this guide has been useful in some way. This is my point of view of the combat spec so you might find some errors or something. I apologize because I couldn't do better than this and I wish you good luck and a lot of fun while playing combat!